

COLECO VISION™

EXPERIENCE

The Magazine Of Computerized Entertainment

Fall 1983 \$2.00

Super Game Packs: Big Fun In Small Packages!

Star Wars Wizard Brings New Dimension To Coleco!

Plus Game Tips, Previews, Add-Ons...And More!

**Meet ADAM™
The ColecoVision Family Computer System!**



Isaac
Asimov
Looks Ahead To 2083!



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*VERY IMPORTANT PLAYER

COLECO VISION™

EXPERIENCE

VOL. 1, NO. 2

FALL 1983

FEATURES

INTRODUCING ADAM™— THE FAMILY COMPUTER SYSTEM!

Coleco's new computer brings state-of-the-art technology plus letter-quality printing to the home entertainment experience.

8

PROFILE: JOHN DYKSTRA— WIZARD AT WORK

Hollywood special effects star (and multi-media master) turns his talents to Coleco's world of computerized entertainment.

14

SUPER GAME PACKS

Coleco unleashes a powerful new breakthrough.

18

DEPARTMENTS

A LETTER FROM COLECO

Coleco expands the computerized entertainment experience.

2

COLECOVISION NEWS

Latent-breaking info, prices, and new reviews.

3

LETTERS

Questions and comments from you to us.

4

COLECOVISION VIDEO CLUB

Last chance for Chance! Member ship—plus exclusive VIP Club Member gifts.

5

WHAT'S NEW?

Snack Peaks at 6 new games plus colorful playfield previews.

6

HOT STUFF & HIGH ROLLERS

Best sellers, best players and upcoming games.

13

GUEST COLUMN: ISAAC ASIMOV

Looking Ahead to the Year 2000—The internationally famous author presents a thought-provoking vision of the future.

17

STRATEGY TIPS

Insider tactics from Coleco Pro, Mark and Sue.

20

READER TIPS

Fellow videogamers, reveal success secrets.

21

FEEDBACK

Answers and insights to improve your ColecoVision IQ.

22

THE COLECO CHALLENGE

A national video game competition open to all. Winners meet head-to-head in the Big Apple.

23



VIDEO MART

Great new add-ons for your ColecoVision...and how to get 'em.

25

ON THE COVER

Out from under wraps and coming to you this fall, ADAM™—The ColecoVision Family Computer System makes its debut. See our feature story starting on page 8 for full details.

A LETTER FROM



To Our Readers:

Welcome to the Fall '83 issue of *Experience*.

As you probably know, the world of video games is changing rapidly. It has opened the door to a new era . . . the era of the family computer that's fun to use and useful, too.

Your ColecoVision Video Game System was designed to keep you in the forefront of this exciting new era. ColecoVision is not only a state-of-the-art video game system, it can also be easily converted into a revolutionary new, complete, powerful and affordable computer with useful features for every member of the family.

In this issue of *Experience*, we introduce ADAM—the ColecoVision Family Computer System—an advanced full-function computer that thinks like you! After reading our cover story, we think you'll agree that your ColecoVision is not only the system that plays the most, it can do the most, too.

This issue of *Experience* has another exciting report on a related Coleco technological breakthrough—Super Game Packs for the Family Computer. There's also a profile of Hollywood special effects wizard—and Coleco video game consultant—John Dykstra . . . and famous author Isaac Asimov takes a look ahead to school life in the year 2065.

Of course, we have our game preview, strategy tip and news departments, plus two special announcements: The Coleco Challenge Video Game Contest and how to become a V.I.P. Member of the ColecoVision Video Club.

It's a great issue. We know you'll enjoy it!



Alfred Kahn

Alfred Kahn
Sr. Vice President, Marketing
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Coleco Vision™

EXPERIENCE

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ColecoVision News

FINAL

Lucky visitors experience real-life Turbo.

Coleco Hits The Fast Track!

Turbo Car Takes Checkered Flag

THE COLECO EXHIBIT AT A RECENT electronics show featured the Coleco-Vision™ Expansion Module #2 installed in—what else?—a Formula Atlantic racing car. The car, a MARICH design with a Ford engine, was "right off the track"—with clutch, accelerator

tor pedal and dashboard replaced by the driving module. Hundreds of showgoers donned helmets, climbed into the cockpit and experienced the tyWRO™ video game on a large Monitorbeam™ Projection Television screen set up in front of the car.

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Coleco Lends an Ear

COLECO BELIEVES THAT EVEN the best products are only as good as the service behind them, so a top

quality nationwide service network is now available to assist you with any hardware and software service needs for all Coleco electronic products. Simply call 1-800-842-1225, and you'll be directed to the service center nearest you. The network is growing rapidly and, by year end, Coleco customers in most of the 50 states will have local service.

Video Games Win Presidential Seal Of Approval

WHO IS THE LATEST—AND MOST famous—convert to video games? None other than President Ronald Reagan who recently told a group of math and science students at Walt Disney's Epcot Center that joysticks and fire buttons have helped many young people develop "incredible hand, eye and brain coordination."

Coleco Unveils Kid Vid™

The Talking Video Game System Designed for Kids!

COLECO HAS PUT TOGETHER THE first complete educational/entertainment video system designed specifically for kids—the Kid Vid Talking Video Game System.

This unique educational experience is made possible by the Kid Vid Voice Module, a special interactive tape machine. It utilizes coordinated "Based Story Cassettes" that direct game play with voices, songs and other sound effects to teach kids their ABC's, colors, music and more.

First and foremost, Kid Vid is a unique talking educational system. The learning starts when a special new "Play n Learn" video game cartridge is played in conjunction with a set of coordinated sound story cassettes, which are placed in the Kid Vid Voice Module. Each Play n Learn game set includes a cartridge and three sound story cassettes.

As a start-off bonus, the Kid Vid system includes an exciting "SMURFS" SAYS THE CAT Play n Learn game set. There are 3 separate games on it—one for each cassette. Coming soon are DR. SEUSS™ "One Fish, Two Fish" and BEARS™ AND BEARS™ game sets.

The Kid Vid Voice Module even doubles as a portable cassette tape recorder/player. It has a built-in microphone for easy recording.

And there's more. The Kid Vid game console is also a versatile video game system that plays hundreds of Atari™ 2600 VCS compatible game cartridges. It includes a set of combination joystick/paddle controllers, so you can play all types of games. Coleco has also included a bonus DONKEY KONG™ cartridge free!

Both the Kid Vid voice Module and game console will also be available separately. The game console will be sold under the name "Games" Video Game System.



ZAXXON™ GAME OF THE YEAR

COLECOVISION'S™ ZAXXON™ BY SEGA™ won the coveted Video Review Magazine VMA Award for the "Best Game of the Year" at a ceremony in New York City hosted by actor/comedian Sid Caesar. ColecoVision's COSMIC AVENGER™ by Universal was also nominated for the high honor. Video Review editor Frank Lovace explained what gave ZAXXON the winning edge: "The 3-D aspect was such an innovation in the coin-op and a real challenge to translate to the home version...and this was a very accurate home adaptation of the arcade game."



VMA Award Ceremony (left to right) Sid Caesar, Video Review Magazine's Michael Winick and Coleco's Bob Rosenbaum.

IMUS GOES APE OVER DONKEY KONG™

WNBC (NEW YORK) RADIO'S morning talk show host Don Imus was raving about DONKEY KONG™ so much that the station decided to hold a call-in contest. Twenty-eight lucky callers won FREE ColecoVision™ Video Game Systems—including a DONKEY KONG cartridge. The special WNBC "Twice as Many" promotion featured two random selection winners for each call-in period. The phone lines were jammed!

P-L-E-E-E-Z-E!

Keep me posted! I'm dying to know what Coleco is gonna do next!

Name _____
Address _____
City _____
State _____ Zip _____

For the latest info, send this coupon to:

WHAT'S NEWS?
ColecoVision Experience
999 Quaker Lane South
West Hartford, CT 06110

WHAT'S ON YOUR MIND?

We'd like to hear your suggestions on how to make ColecoVision™ even more fun to play and own. We also welcome your ideas or comments on Experience. Please send your letters to:

LETTERS TO THE EDITOR
ColecoVision Experience
999 Quaker Lane South
West Hartford, CT 06110

I'm writing to express a problem I've found in the home video game industry concerning software cartridges. When I buy a game cartridge, I play it until all the puzzles have been worked out and I've gotten good at it. Once this is done the only thing left is to try to better my high score.

I would like to see a game where the player could be very good at the game and yet the game would still remain a challenge.

David M. Larsen
Twinsburg, OH

David, we think you'll find our Expansion Modules and Super Game Packs quite challenging—and you'll be able to create your own games with ADAM™ the new ColecoVision Family Computer.

—Ed.

I would like to let you know that my friends and I think that your ColecoVision system is the best there is. The cartridges are great, too! But...I would like to know if you are actually working with Midway to make some of their games on ColecoVision? I am looking forward to your reply.

Jim Ellison
Brunswick, GA

Jim, GORF™ was released earlier this year and should be available now in your local store. We are working with Bally Midway...and will be releasing several new titles in the future.

—Ed.

First of all, I would like to compliment you on the cartridges you have released so far...now for my sug-

gestions, could you please try to make some great new 3-D games...

Thank you.

Tyler Tardy
Newton, NJ

R.S. Our vision is your vision, ColecoVision.

Thanks, Tyler. See the John Dylanski story on page 14 for some ideas on 3-D games to come.

—Ed.

I have thought of new ideas for ColecoVision. Why not have a "ColecoVision Club"? I'm sure many of us would be glad to join. Anyway, I have some ideas for cartridges...maybe a game called SUPER SMORF with X-ray vision, flies, and a super jump.

Jonathan Hansen
North Brunswick, NJ

We agree! See page 5 for information on the new ColecoVision Video Club and page 19 for a SMORF™ Super Game preview.

—Ed.

As an owner of ColecoVision, I would like to commend you for creating the most complete video game system on the market, but I also would like to offer a few suggestions as well...one of the main things I like this consideration when observing a video game system is its compatibility with game cartridges...I would certainly purchase expansion modules offering more-cartridge usage...

Drake Stallions
Pitt, MI

Drake, how about our Expansion Module #1 for cartridge compatibility? This Module plays Atari™ 2600 MOS compatible cartridges made by Atari, Activision™, Parker Bros., M&M™, Imagic™ and others.

—Ed.

I own a ColecoVision, Expansion Module #1 and a couple of cartridges. And I think it's great, and the best system on the market, but I was wondering if you make or plan to make a storage center for cartridges and possibly the modules...

Nick Scappa
Brooklyn, NY

Good idea, Nick! We anticipate that accessory manufacturers will soon respond to this need. Check your local store.

—Ed.

BE A COLECOVISION™ V.I.P.* JOIN THE COLECOVISION™ VIDEO CLUB

When you join the COLECOVISION VIDEO CLUB
you become a V.I.P. Member of the most exciting video game club in America!
As a V.I.P. Club Member, you get:



- A full year's subscription to ColecoVision Experience—the Official Club Magazine!
- Special offers for Club Members only!
- Official V.I.P. Club Membership Card!
- "Members Only" Insider Strategy Tips for Coleco's most popular games!

*VERY IMPORTANT PLAYER

BONUS! Sign up today and get these
FREE Charter Member Gifts: Official
ColecoVision Scorepad, Strickers,
Book Covers & T-Shirt Iron-Ons!

• Annual Membership Dues—Only \$6! •

The COLECOVISION VIDEO CLUB is run by videogamers for videogamers! We'd like you to join! Fill in the coupon and mail it today!

☐ **YES!** I want to be a V.I.P. Member of the ColecoVision Video Club **RIGHT NOW!** Enclosed is my check or money order for \$6. (No cash, please.)

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City _____ State _____ Zip _____

Please make check or money order payable to ColecoVision Video Club, and mail to: ColecoVision Video Club,
P.O. Box 4025, Smyrna, GA 31791

WHAT'S NEW?

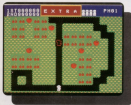


SUBROC™ by SSGA

Man your battle stations! You are a commander in one of the greatest sea and air battles of all time. Look through the crosshair sights to see battleships, mines, fireballs and missiles zooming RIGHT AT YOU! Use your joystick to dodge to the right, left, up or down. Your assistants control your arsenal of missiles and torpedoes. This one- or two-player game retains all of the thrills and challenge of the arcade classic. Five levels of difficulty control the speed and frequency of attacks. The 3-D type seascape features state-of-the-art graphics. The realistic sound effects will make you swear you're on the front lines, especially when the deadly command plane swoops in for attack.

DESTRUCTOR™ by Coleco

Somewhere in the vast Betelgeuse star system is the city of Aniknid, ruled by savage insects. You're marooned there, and your hosts, the Insectoids, are anything but friendly... especially their ruthless leader Skorpion! He'll go to any lengths to catch up to you. Fortunately, you're behind the wheel of a powerful armored race car. Zoom it through Aniknid's twisting maze corridors, dodging hazards and smashing Insectoids as you search for fuel. Check your radar to monitor Skorpion, who's in constant pursuit. You can create barriers to block his path or activate Super Jet Boosters to speed away. But escape is only temporary... Skorpion won't stop until he drives you straight up a wall! Play this game with Expansion Module #2.



MR. DO!™ by UNIVERSAL

There's trouble in MR. DO!'s orchard! All he wants to do is harvest all the goodies in it... but evil Badguys are chasing him every step of the way. Mow a path to the cherries and start picking, then have MR. DO! throw his Power Ball to eliminate some of his pursuers. More Badguys just keep right on coming, though, so push apples down to squash them flat! It takes skill, strategy, speed and planning to clear out the orchard, get special bonuses and advance to an even more challenging orchard screen. This game includes 10 screens.

BUCK ROGERS™ PLANET OF ZOOM™ by SEGA®

Look out, Luke Skywalker! **BUCK ROGERS** is back and he's about to blast all other space heroes right out of the galaxy. Buck's mission is to counterattack and defeat enemy forces in the vasted spaceways, in deep space and on the surface of the **PLANET OF ZOOM**. Use your joystick, firebutton and keypad in this one-on-two-player game to combat flying and leaping UFOs, space debris and the omnipotent enemy Command ship. There are special accelerator features and four levels of difficulty. Be sure to clear clear of the huge pylons on the planet's surface and the blockades in the space trenches. The final moment comes when you must meet up with the Command ship. You must destroy all four of its engines before you can blow it up with a direct hit.



TIME PILOT™ by Konami

Do you have the right stuff? To find out, fly these not-so-friendly skies filled with invading hordes of bombers, bombers, jets and helicopters as you break the time barrier again and again. Use your joystick to maneuver and your firebutton to knock opponents out of the sky. Each wave of invaders represents a different challenge. Watch out particularly for the jets and helicopters' deadly homing missiles; it takes some quick maneuvers to outsmart them. **TIME PILOT** is one of the great challenge games for high scores...and like piloting a real fighter plane, this game will push you to the limit as far as nerves, speed and agility go.

TARZAN™ by Coleco

TARZAN of the Apes is angry. His jungle has been invaded by evil hunters who are capturing the members of **TARZAN**'s tribe of apes. Can you help **TARZAN** free the apes from the hunters and their allies, the Beast-Men of Opar? Race through the trees, leaping from vine to branch, or run along the jungle floor, but either way watch out for the evil hunters' traps! When you reach a clearing where apes are being held, fight your way through the captors and liberate **TARZAN**'s friends. Then on to the next clearing, but hurry! The hunters are loading the captured apes onto their canoes, and if they get away, you'll have to pursue them as they escape down the dreaded River of Death. This your last chance to free the apes from the hunters' clutches before they leave the jungle forever.



INTRODUCING

ADAM™

THE COLECOVISION™ FAMILY COMPUTER SYSTEM

By Steven S. Rosa



Less than forty years after the first modern digital computer was built, its descendants have become an indispensable part of 20th Century life. Computers are now used for everything from guiding spacecraft to making music... and from deciphering the mysteries of the human body to predicting the weather. Although computers have carved out an irreplaceable role for themselves in the worlds of science, business and industry, they have yet to become as essential in the home as the telephone and the TV set. All this is about to change with the arrival of ADAM.

Many people are waiting for a computer that will satisfy their needs—one that has been designed for their lifestyles. They have been waiting for a computer that's entertaining as well as educational, a computer that's fun as well as practical. The wait is over. ADAM, the Goldwasser Family Computer System, has arrived.

ADAM can be purchased as an Expansion Module for the Coleco-

Vision Video Game System or as a complete, stand-alone system. No other comparably priced home computer provides the power, versatility, and supporting hardware and software that come standard with ADAM.

ADAM is the best 96K RAM (Random Access Memory) home computer that comes complete with a professional keyboard, inter-quality printer, mass memory drive, built-in word processing software and a video game. This means that with one purchase you get everything you need to tackle any basic computer function—from playing video games to word processing, colour-ising and printing.

THE RISE
OF POLITICAL
PARTIES
IN THE
UNITED STATES

THE RISE OF AMERICAN POLITICAL PARTIES

From the invention of Confederation and the U.S. Constitution were drawn up, no provision was made for the formation of political parties.

In fact, parties were thought of with distrust. Their association, said Thomas Jefferson about parties, "is the last degradation of a free and moral agent. If I could not

to the most noble names, I am opposed to the material of the party..."

The Federal government was born

• ADAM™ is the first home computer system to bring superb arcade-quality video game graphics to the task of computing. ADAM can put 32 sprites (characters and other movable objects) on the screen at any given time. In addition, ADAM can field up to 32 different colors, to produce a dazzling display of on-screen color choices.

• ADAM is the first home computer that thinks like you do—so you don't have to think like a machine. ADAM understands you from the moment your fingers touch the keyboard and therefore takes little or no training to use. It adjusts to the way you think, with graphics and words you understand. In fact, ADAM™ is no more difficult to use than a standard electric typewriter!

Considering all ADAM can do, its price is hard to believe. If you already own a ColecoVision® Video Game System you can purchase the ADAM Expansion Module for about \$250. That's less than the price of a good electric typewriter, and letter-quality printing is just one of the functions that ADAM can perform. The stand-alone ADAM System costs about \$150 more. Note the ADAM Module and the System come complete with everything you need to learn to program, try your hand at word processing and polish your game-playing skills. There is no home computer on the market that provides these state-of-the-art features at anywhere near ADAM's price. To purchase a home computer component system as complete as ADAM you would have to pay about \$1800.

CHIP OFF THE OLD COLECOVISION

The reason why the ADAM Expansion Module can do so much for so little expense is that the electronic architecture of the ColecoVision Video Game System was originally designed to expand to a full-fledged computer. The ADAM Family Computer Expansion



The ColecoVision™
Smartwriter Printer

sion Module plugs easily into the Expansion Module Interface on your ColecoVision Video Game System. The combined RAM of the Expansion Module and the Video Game System console add up to a powerful 80K RAM.

THE HOME COMPUTER BREAKTHROUGH WORTH WAITING FOR

Coleco's goal in developing ADAM was to solve a long-standing problem: most people don't understand computers and are a bit intimidated by the thought of using one.

Thanks to ADAM, that problem no longer exists. Because ADAM thinks like you do, there's no need for any training to perform even the most sophisticated functions. And no need to spend hours of set up time for five minutes of computing. Before ADAM, this capability was found only in the most advanced office computer systems costing thousands of dollars.

THE MULTI-TASK, INTEGRATED SYSTEM

ADAM is efficient and easy to

operate because it is five micro-computers working and talking to each other in a shorthand language. Coleco calls the communication between this network of micro-computers ADAMnet.

ADAMnet makes ADAM fast and efficient. Each component in the system performs its specific function under the direction of the Central Processing Unit (CPU). While one component is performing a task, ADAM's other components are automatically taking care of other jobs. This built-in integration of components makes ADAM exceptionally efficient when compared to other home computers.

ADAM'S BRAIN— A MEMORY LIKE AN ELEPHANT

ADAM's "brain" is the Memory Console. The Memory Console provides 80K RAM for what Coleco calls the "Work Space" where, just like a blackboard, letters and numbers are written and calculations are made. But that's not all. Your ColecoVision Video Game System has additional RAM devoted exclusively to the high resolution graphics that have set ColecoVision apart from all other video game systems. Very few advanced business computers have this built-in graphics capability. They must divert some of the power they use for computing to the job of putting words, numbers and charts on the screen.

DIGITAL DATA PACKS— NEW HIGH CAPACITY SOFTWARE

A data pack drive which accepts

The ColecoVision™ Computer Keyboard.



Coleco's revolutionary new digital data packs is built into ADAM's Memory Console. Data packs—available, easy-to-use mass storage units—hold up to approximately two hundred fifty pages of double spaced typewritten text, or more than three times the capacity of a conventional floppy disc. ADAM's digital data packs are based on the same technology found in the sophisticated back-up data banks of mainframe computers used by business and industry.

THE PROFESSIONAL OFFICE KEYBOARD

The keyboard is ADAM's "eyes and ears." It is similar to the keyboards found on most high quality office typewriters and has been stripped and sculpted to make it exceptionally easy to use. The keys travel up and down under your fingertips, providing a "feel" and control that reinforces the fact that information is being logged into the system.

ADAM's keyboard has 75 keys. In addition to the usual keys found on the best typewriters, there are six word processing Command Keys for "move/copy," "insert," "delete," "clear," "print" and "store/print." There are also six color-coded redefinable SmartKeys, allowing you to accomplish tasks in a manner most comfortable to your way of thinking. In addition, the ADAM keyboard contains five Cursor Control Keys for moving the cursor (an electronic marker) to any point in the text. And the keyboard can be moved to any comfortable position during use because it's attached to the Memory Console by a long coiled cord.

The standard ColecoVision® video Game System Controller can be used like a hand-held calculator for the quick entry of numbers into the computer. The Controller's joystick also makes word processing fun because it's an easy way to move the cursor. Anyone who has ever played a video game should enjoy this option.

THE LETTER QUALITY PRINTER

ADAM's printer—called SmartWriter®—prints letter quality type equal to the finest electric typewriters. SmartWriter prints at the rate of 120 words a minute, faster than a professional typist, and uses a standard and interchangeable "dot" wheel, which means that a variety of print styles can be found in most stationary stores.

SmartWriter can print as many original documents as required or can make sets of copies on special carbon paper. The printer's friction-feed drive accepts regular and computer tinted paper in continuous sheets up to 8½ inches wide. An optional tractor feed will be available.

BURCH, GOOF-PROOF WORD PROCESSING

Coleco's SmartWriter Word Processing Program is a unique feature built into every ADAM. Software programs similar to SmartWriter typically sell for hundreds of dollars each. No other home computer currently provides a built-in program at no additional cost.

ADAM's SmartWriter Word Processing Program is so easy that all you have to do is "power up," press the word processor key and you're ready to go. You can type, completely edit and revise text with the touch of just a few keys. A unique cursor control highlighting feature allows you to move, delete or perform other functions on highlighted text.

SmartWriter is practically "goof proof." The program actually asks you to confirm your decision to "erase" sections of text by saying "Are you sure?" before making them final. If you then change your mind—or make a mistake—you can simply press an "undo" key which automatically returns your text to its original state. And ADAM's software is so interactive that it actually prompts you to perform some necessary tasks.

THREE FREE SOFTWARE PROGRAMS...AND MORE

In addition to the built-in SmartWriter Word Processing Program, every ADAM Family Computer System comes complete with three digital data packs: SmartBASIC™, a computer video game and a blank pack for you to record your own information and programs.

BASIC is the most popular computer language for beginners and is the language that most computers understand. SmartBASIC is compatible with Apple's® BASIC and many programs written for Apple® computers can be easily entered into ADAM's system. This is an added plus for youngsters who use Apple computers in school—they will be able to use the same computer language at home that they use in the classroom.

Since no home computer system would be complete without video games, Coleco is including a Super

Game Pack version of a hit arcade game—the official BUCK ROGERS® PLANET OF ZOOG™ by SEGA®. Many other popular Super Game Packs using computer strategy are available for play on ADAM™ and even more are scheduled for release in the months ahead.

MORE TO COME

Coleco will soon offer a series of Smart Software programs including:

- ADAM's Guide to SmartBASIC, a teaching guide for learning the BASIC program language.
- SmartLOGO, a unique version of the popular computing language for children created especially for Coleco by the inventor of LOGO, MIT's Seymour Papert.
- ADAM's Early Learning Series based on the popular DR. SEUSS™ SMART™ and BERNSTEIN BEARS™ themes.
- COLORFORMS® electronic crayons which can be used with the ColecoVision™ game controller to create a wide variety of pictures.
- A series of SmartFile™ programs for the management of such tasks as financial spreadsheets, stock market reports, diaries and telephone and address listings.
- A Homework Helper Series of self-quizzes and other learning tasks.

In addition, ADAM is compatible with the widely-used CP/M computer operating system and Coleco plans to make the most popular of the thousands of CP/M programs available on digital data packs.

EXPANDABLE TO 144K RAM PLUS PERIPHERALS

Like any good computer system, ADAM™ is expandable. It's expandable by adding an optional 64K disc drive or by adding to the Memory Console so that programs can be run simultaneously or saved on digital data packs for back-up storage. And if that's not enough, the Memory Console itself can be increased to 144K RAM with the addition of an optional 64K memory expansion.

ADAM is the most complete family computer system ever offered. It's fast because it's networked, it's smart because it "talks" to you in plain English, it's efficient because it is really five microcomputers working together. The arrival of ADAM, with all of its features and functions, marks the beginning of a new computer era. The world of family computing will never be the same.

COMPARE FEATURES

ADAM™ the Commodore™ Family Computer has many features not found in today's most popular home computer systems.

	ADAM™	TEXAS INSTRUMENTS 80-4A	COMMODORE 8A	ATARI 800	APPLE IIe	IBM PERSONAL COMPUTER
RAM MIN.	64K	128	64K	48K	64K	64K
RAM-MAX.	144K	408	64K	48K	128K	64K
PLUG-IN ROM CARTRIDGE	YES	YES	YES	YES	NO	NO
OFFICE-STYLE DETACHED KEYBOARD WITH SCULPTURED, STEPPED KEYS	YES	NO	NO	NO	NO	YES
NO. OF KEYS	88*	48	80	57	52	52
SEPARATE MORE PROG. KEYS	YES	NO	NO	NO	NO	YES
NO. OF COLUMNS	38	32	40	48	48	56
NO. SITES (for graphics)	32	32	8	4	3	3
SOUND CHANNELS	3	3	3	4	1	1
APPLESII™ COMPATIBLE BASIC	YES	NO	NO	NO	YES	NO
CRU BUS EXPANSION SLOTS	4	1	1	4	8	3
PLAYS ALL COMMODORE™ GAMES	YES	NO	NO	NO	NO	NO
PLAYS ALL ADAM™ 2600™ COMPATIBLE GAMES	OPTION	NO	NO	NO	NO	NO
MO. IDEAS	MASS MEMORY DRIVE	YES	NO	NO	NO	NO
	INTEGRATED WORD PROCESSOR	YES	NO	NO	NO	NO
	LETTER QUALITY PRINTER	YES	NO	NO	NO	NO
	BASIC	YES	YES	YES	YES	YES
	HIT ARCADE GAME	YES	NO	NO	NO	NO
	JOYSTICKS (2)	YES	NO	NO	NO	NO
OPT.	80 COLUMN EXPANSION	OPTION	NO	NO	OPTION	INCLUDES
	CPM COMPATIBILITY (with appropriate peripherals)	YES	NO	OPTION	NO	OPTION

*Standard 141 keys, with feature on the controller designed to be attached to the *Mouse™* keyboard.

NOW COMMAND THE POWERS OF ADAM.™

HOT STUFF & HIGH ROLLERS

IN THE WORKS

Hurled over their computers in secret labs, Coleco designers are preparing these new games for release later this year.

Frontier

War Games

Front Line™
for Trucks

BEST SELLERS

Based on the number of orders pouring into Coleco, and the enthusiasm of store owners, these are the top ten cartridges for ColecoVision® as of June 1983. The letters indicate ColecoVision, Atari® and Intellivision® compatibility.

1. Donkey Kong Junior[™]
(C.A.I.)
2. Zaxxon[™]
(C.A.I.)
3. Gorf[™]
(C)
4. Space Fury[™]
(C)
5. Exidy's Mouse Trap[™]
(C.A.I.)
6. Space Panic[™]
(C)
7. Lady Bug[™]
(C.I.)
8. Pepper II[™]
(C)
9. Cosmic Avenger[™]
(C)
10. Smurf[™]
(C.A.I.)

HIGH ROLLERS

- 1. Donkey Kong™**
Garrett Dulas,
San Diego, CA 573,900
Carol Balaban,
Carleboro, N.J. 544,000
- 2. Lady Bug™**
Christopher Gerniopoulos,
Wabton, IN 780,250
Carol Saluga,
Baltimore, MD 440,000
- 3. Smurf™ Rescue in
Gargamel's Castle**
Brad Ishii, Hilo, HI 300,000
Steven Young,
Bainbridge, MA 191,000
- 4. Donkey Kong
Junior™**
Brad Ishii, Hilo, HI 115,000
Michael Mitchell,
Buckley, IL 85,900
- 5. Turbo™**
Nicol Stearns,
New York, NY 290,000
John Byrne,
Silver Spring, MD 72,200

As a result, the *Journal of Management* has been able to publish a wide range of research, including studies on the impact of organizational culture on performance, the role of leadership in organizational success, and the effects of organizational structure on employee behavior. The journal's content is highly influential in the field of management, and its findings have been widely cited in academic and professional literature.

[illegible]

**SEND YOUR HIGH
SCORES ON
COLECOVISION™
GAMES TO:**

HIGH ROLLERS
Collection Experience
999 Quaker Lane South
West Hartford, CT 06110
No state tax on sale

We have to include a photo of the screen showing your score. (Sorry we can't return the photos.)



WARD AT WORK

"What I am most
interested in creating
are experiential
games."

**JOHN
DYKSTRA**

It is, as Dykstra puts it, "the inevitable next step in video games—the breakthrough everyone has been waiting for."

Video games incorporating live action camera imagery will bring an entirely new perspective to the playing experience. For the first time players will experience a real feeling of living the games they are playing. "For instance," Dykstra explains, "the physics of balancing things and the physics of momentum could be conveyed so that players could actually experience such natural forces as speed and velocity."

In Dykstra's world of video games, players would get an education on how natural forces work, while having fun. To describe this kind of educational video game experience, he uses the example of the effect of momentum on a spacecraft. "With today's space games," he points out, "when players apply pressure on a joystick, they move only limited distances left or right, or up and down. There is no real relationship between the speed of the spacecraft and the distance covered by rapidly changing direction. You don't really get the sense of how—depending on how fast you are going—momentum can carry you along the screen." Dykstra would like to change all that by incorporating a more scientifically accurate sense of physical phenomena into his games.

CALIFORNIA CREATIVITY

Dykstra brings a solid background in the art of illusion-making to his job as video game consultant to Coleco. The son of a mechanical engineer, he grew up in California and studied industrial design at the University of Long Beach. It was in college that he developed a strong interest in graphics and photography. After graduation, he worked in industrial films and TV commercials. But he found his true calling when he went to work for film master Douglas Trumbull, the special effects genius behind the films *2001* and *Close Encounters of the Third Kind*.

Trumbull first recruited Dykstra to work as a cameraman/designer on the 1972 science fiction film, *Silent Running*. The ingeniously futuristic spacecraft Dykstra created for the film was the forerunner of a whole wave of sci-fi extravaganzas, and set the stage for a new generation of sci-fi films. Dykstra's work also helped establish a new, behind-the-scenes Hollywood hero—the special effects designer.

After *Silent Running*, Dykstra honed his talents designing and experimenting with multi-media, three-dimensional film extravaganzas for the Ruben H. Fleet Space Theatre in San

Diego. Then came *Star Wars*, where Dykstra teamed up with Director George Lucas to create the sci-fi fairy tale that has mesmerized millions the world over.

Dykstra says now that he really didn't anticipate *Star Wars'* runaway success. "I was much too busy working on the technical problems to give any thought to how it would do," he recalls. But he does remember how a childhood enthusiasm began to pay off when he started developing the designs for the *Star Wars* spacecraft.

FROM MODELS TO MOVIES

As a teen, Dykstra was an avid model builder and it was this hobby which, in part, inspired his special effects work on *Star Wars* and *Starliner Galactic*. For all their futuristic appearance, the spacecraft he designed for these films are actually miniatures

potential which lies ahead of us."

Dykstra is also impressed by the growing appreciation of technology among young people, and particularly with their affinity for computers. He sees "user friendliness" with machines like computers as a natural outgrowth of something everybody experiences growing up. As he puts it, "All kids are fascinated with things that move. They have an enormous curiosity about how things work and what gizmos do with them. I remember this terrific curiosity I had as a little boy wondering what it would be like to sit behind the wheel of a car and drive." However, Dykstra sees a new twist to this old theme. "What has happened," he says, "is that kids have taken to computers in a big way... even bigger than their parents in some cases. So what you have is this very sophisticated tool that kids are more comfortable and experienced with than adults. This is a real kind of role reversal."

APPROACHING THE YEAR 2000

It is not surprising that someone like Dykstra, who has spent so much of his working life visualizing the future, should have some very definite ideas about what lies in store for us as we approach the year 2000. He believes that the breakthrough pace of technological development will produce a bumper crop of super computers, megabrain microchips and video games that will be dazzling in their sophistication.

"The wonder is that so many of these advances will simply be absorbed into everyday life and eventually seem routine to us," Dykstra says. "We are already seeing how the extraordinary strides made by science in recent years are becoming quickly assimilated into the mainstream of society," Dykstra cites, as an example of this assimilation, the new computer that Coleco is introducing. "This computer would have been unimaginable even five years ago. In those days, you just could not put that much information in such a compact form and make it readily affordable to the average buyer."

Helping to accelerate this trend, Dykstra feels, is the growing public recognition that computers will not diminish our humanity or reduce our free will.

"We are rapidly having our computer consciousness raised," he claims. "People are truly beginning to realize that they shouldn't feel threatened by computers. What they are beginning to realize is that computers are devices that make the simple decisions for us, freeing us to make the more complex ones." ■

"...Computers are devices that make the simple decisions for us, freeing us to make the more complex ones."

hybrids created out of hundreds of parts from different model kits available at any toy store. Of course, it took a tremendous amount of technical know-how, a vivid imagination and exacting patience to transform these humble models into the stunningly handsome and remarkably realistic spacecraft seen floating majestically in deep space on the movie screen. Dykstra, however, says that he thrives on just these kinds of technical challenges.

Dykstra is very enthusiastic about the current popularity of sci-fi films coupled with the public's growing fascination with the future. "I believe that science fiction, for the most part, expresses an optimistic viewpoint," he says. "One of the best facets of human nature is our curiosity and desire to learn. Our curiosity about the universe, our sense of wonder about the possibilities of technology and our deep fascination with what it would be like to travel in space—all show a desire to stretch the boundaries of our imagination and to explore the vast

ISAAC ASIMOV

LOOKING AHEAD TO THE YEAR 2083



Author/lecturer
Isaac Asimov has explained science to millions and has written an impressive library of books including such science fiction classics as *I, Robot* and *The Foundation Trilogy*.

Breakfast was done; it was a pleasant day, and Joe was glad today was not an "interaction" day.

Not that he resented interaction, particularly. Being with other kids from time to time had its pleasures, too. Joe had chem lab every Tuesday at the Center.

Even though you had to share things with others at the Center, the equipment was much more elaborate than you could possibly set up on your own.

There was a geology class field trip scheduled for next month, and Joe also planned to take a course on public speaking next semester. All this was interaction. It was always necessary to interact with other people if you wanted a whole education.

But you couldn't do without days on your own, either. Joe loved those days when he could probe the vast Central

Word Library for information on subjects he found fascinating.

It all started with Grandfather's casual remark that his father had to interact every single day. Interaction was all there was to education a century ago before computers brought individualism into the classroom. Back then, you had no choice; you sat in a crowd and did what you were told to do. Everyone drilled quadratic equations at the same time in the same place in the same way.

"Why?" Joe asked, and Grandfather answered, "No computers, I guess."

Joe was stunned. He had never thought of a world without computers. What could education have been like back then?

Joe had always found history interesting, and he had been using his computer to filter the Central Word Library for information about costumes. Someday he might want to write historical novels, so knowledge about styles of dress was important to him.

He put the costume research on hold—he would come back to it later—and asked the computer for a bibliography on schools one hundred years ago. The amount of available subject material amazed him.

After some thought, Joe decided to find out what was actually good about pre-computer education. He already knew what was bad—the regimentation, the inability to pursue your own interests at your own pace.

Joe had his computer search for anything fitting under the heading "school pleasures." It came up with sports, dances, variety shows... and practical jokes.

Intrigued by the practical jokes, he programmed and re-programmed, trying to find more information about witty practical jokes were considered part of making education more bearable. He determined that jokes merely relieved frustration.

About then, his computer dredged up a school song. He had never heard of school songs before, and could find no collection of them in the library. He programmed his computer to collect all traces of these songs, print out sheet music and duplicate old recordings. He found marches once played at football games, emotional hymns about schools and funny songs, too. People certainly did have a lot of "school spirit" back in those twentieth century, interactive days!

For a while, Joe thought seriously about making up his own songs, but soon decided this would require a major time investment he couldn't afford. Instead, he started his own collection of school songs.

It would be a real contribution for a fifteen-year-old to make a complete collection of these songs filled with "school spirit," Joe thought.

He decided to get together with his friends to share his ideas. Later, he could meet with them through closed-circuit holographic television.

And then... Joe grabbed his Astrotax catcher's mitt, switched off the solar lighting in his room and ran outside to play baseball. He was very pleased with life. ■

SUPER GAME

The dream of every arcade ace is to own a home video game with all the challenge, excitement and variety of the coin-op arcade version.

Coleco has now made this dream come true with the introduction of Super Game Packs for play with ADAM™, the revolutionary new ColecoVision™ Family Computer due in stores this Fall.

Super Game Packs reproduce—in greater detail than ever before—the graphics, sound effects, entertaining intermissions, animated title sequences and non-stop thrills of the arcade favorites. These packs even make it possible to handicap two-player games, providing competition at different skill levels. In addition, champion players can now record their names on the home game scoreboard, not just their initials.

Super Game Packs take full advantage of ADAM's powerful state-of-the-art technology. Together, the Family Computer and Super Game Packs represent a technological breakthrough which promises to remain at the crest of the video game wave of the future.

Super Game Packs have far greater storage capacity than conventional video game cartridges...almost 60 times greater than the capacity of an Atari® 2600 VCS game cartridge. This title pack will bring right to your home program and gameplay capacity equal to most coin-operated arcade games.

The tremendously increased storage capacity of Super Game Packs plus ADAM's electronic sophistication make the Super Game experience a challenging one indeed. But the wizardry of computer Super Game technology can do even more!

Super Games actually include some screens not found in the arcade!

BEYOND THE ARCADE EXPERIENCE

The Super Game Pack version of *DONKEY KONG™*, for example, not only features all four screens from the coin-op game (including the Conveyor Belt screen which, up until now, has been omitted from the home game version) but this Super Game also features a whole new screen called the "Grinder Screen." The screen features a set of construction cranes that keep the grinders moving while Mario is trying to climb them. A *BUCK ROGERS™ PLANET OF 2001™* Super Game Pack is included with every purchase of the ColecoVision Family Computer.

In addition to adding new screens to home games, Coleco is developing a series of original strategy and adventure games which will bring a vivid new dimension to home video game play through the increased program capacity of the Super Game Pack.

FUTURE GAMES

POWER-PACKED POSSIBILITIES

What's next for Super Game Packs? According to a Coleco executive, the next step is "to develop even more sophisticated graphics and games with more play features."

The Super Game Pack has been described as the video equivalent of the long-playing record—a breakthrough that revolutionized the recording industry when it was introduced back in the late 1940's. The LP not only greatly improved the sound quality of records, it also made it possible to package many more songs on one disc.

Similarly, Super Game Pack technology provides a better quality, more interesting home video game. It also has the potential for storing more than one game on each pack. The Super Game Pack of tomorrow may include several games, each far surpassing in ingenuity and challenge any video game available today.

No matter what the Super Game of the future may bring, one thing is certain right now. By developing the advanced video game technology of the Super Game Pack, Coleco has succeeded in bringing the arcade experience home...and then some! ■



PACKS

Advanced Coleco Technology Expands Video Game Play

by Timothy Bay

TOMORROW'S GAMES TODAY!

BUCK ROGERS™ PLANET OF ZOOM™ by SEGA®: When you finally root the enemy command ship and destroy its four engines, instead of blowing up the ship, you enter it. Once inside, you'll find yourself at the helm of a new kind of space ship as a new round of play begins. Be careful—the new ship has different style controls than your other ship.

ZAXXON™ by SEGA®: There will be two new asteroids and more challenging space sequences in this super game. Besides the asteroids, new hazards will include pop-up tumors and force blasters that shoot horizontally as well as vertically. Of the eight levels of difficulty, one will be much easier than anything on the current ColecoVision cartridge and two will be harder. And wait till you see that crazy space walk at the start!

DONKEY KONG JUNIOR™ by Nintendo®: Mario's Helper is included and a completely original fifth screen takes you into Mario's Kitchen. Bits of animated dough called Goopers chase our junior hero as he continues to try to free his dad. There are intermission cartoons, too. One of them features Mario and his brother hauling papa Donkey Kong up to his cell at the top of the screen.

SMURF™ RESCUE IN GANGA-MOLS™ CASTLE by Coleco: As if poor embattled Smurf didn't have enough troubles, now he's got snakes to fight. The super game also includes mountains to climb and other new scenes. Plus a lot more graphic elements.

DONKEY KONG™ by Nintendo®: If you thought you'd mastered this game, you've got another thing coming. This Super Game has five screens,

including the all new crane-and-girder sequence. There are some new enemies, known as Tarmen, and more complicated motion from the flames and the super ape. Need extra time? In a new screen Mario can buy precious seconds by pulling the lunch whistle. Watch for the wild cartoon sequences between screens, too!

SUBROC™ by SEGA®: The ultimate battle! More challenging than the 3-D arcade version! Battleships, flying saucers, torpedoes, mines and depth charges are all coming right at you. And even more deadly battle action, on the sea and in the air, lies ahead. Your SUBROC craft will dive underwater to fight submarines; then climb even higher into the stratosphere as the war rages on.

FRONT LINE™ by Atari®: Your infantryman will encounter deadly new enemies as the battle rages around him. He'll fight it out with enemy soldiers and tanks, all the while dodging land mines and other traps as he makes his way along the battlefield. Use the ColecoVision Super Action® Controller to maneuver quickly and aim his weapons.



STRATEGY TIPS

MARK AND SUE TALK TACTICS

Strategy Tips from the Pros

Nineteen-year-old Sue and twenty-year-old Mark test new games at Coleco's research facility in Hartford. After thousands of hours in front of glowing screens, they've got some pretty strong ideas about winning strategies. Our Experience reporter caught up with them taking a break between strategy sessions and overheard these tips:



by Universal

Mark: You can save oxygen by clearing after the creatures on screens one through four.

Sue: On screens five and higher, I try to get rid of all of the red creatures first. They are the easiest and leave me more time to concentrate on the Bosses and Dons.



by Epyx®

Sue: I always complete a maze of a time—

Mark: Ah-mazing!

Sue: Very funny. Do you know why?

Mark: Of course, so you won't have to backtrack later.

Sue: Right. I also like to enclose the maze by quadrants and I always remember to energize first.

Mark: So you can freeze the Zipper Pepper?

Sue: Not only that, but so I can gobble up the roaming eyes for bonus points.

Mark: I always make sure to close off a corner room last—

Sue: So you don't have to cross in front of the eyes again?

Mark: You got it!



by Universal

Mark: I like to get down to the level of the tanks and shoot them instead of

bombing them.

Sue: I'd rather save the tanks for later and get the UFO's first, because the tank fire can hit the UFO's, and UFO's are more of a threat anyway.

Mark: The UFO's are bad at night. But what's worse are the yellow missile housings. Because those missiles track you and will get you if you don't move fast.

Sue: Basically I like to fly low and keep the fireballs pressed all the time.



by B&B™

Sue: There's no real reason to thrust on the first screen. Just concentrate on getting rid of the alien ships.

Mark: Given the choice of the three "motherships," I dock with the top one first.

Sue: Dock with the right one second and the left one third.

Mark: The reason for this is that each "mothership" gives me a different amount of firepower and lets me shoot in different directions. Using that order gives me the firepower I need to destroy the aliens quickly.

Sue: One other thing—I always shoot out at least one of the group of four small enemy ships.

Mark: I meant to mention that—because it takes four small ships to form one large enemy ship.



by Nintendo®

Sue: The first screen's all-overs— I use the fruit to knock off the Stag-Jaws. I wait till they're right below me, then, POW!

Mark: There's a trick to the second screen: I start climbing the third and fourth chains and work my way over to the right side of the screen. Then I go back to the first two chains. It's the best way to clear the screen and the best for points.

Sue: I've got a better one. On the fourth screen, as you hit the jump

board, press the jump button and you'll be bounced up to the hanging vine. You'll save time and avoid hazards.



by VENTURE LINE, INC.

Mark: I don't fly too close to the ground in the city because the balloons might catch me by surprise.

Sue: As soon as I begin I start firing and raise myself 'cause I don't want to get stuck in the city section. What about the maze?

Mark: Well, I don't use the accelerator in the maze.

Sue: And I try to shoot the green drop before it leaves the spigot.

Mark: And hold the firebutton down.

Sue: That's what I always say!



by B&B™

Mark: When I reach open space, for the first two groups of three fighters, I stay at the bottom right of the screen and move in a horizontal direction while firing. But for the remaining enemy fighters, I stay at the top of the screen while firing. The best way to get through the force field is to stay on the bottom, then come up slowly to line up your fire with the opening in the force field.



by Coleco

Mark: I'm a killer at Blackjack. I won out ten packs of cards when I was testing the cartridge.

Sue: Did you know that if you get a hand lower than fifteen and the dealer has a card showing a five or less, you should hold, because chances are the next card will be a nine or higher?

Mark: Really? And in Poker, if you draw a pair, you can bet up to double your ante.

Look for Mark and Sue's tips on GORP™, VICARY™, MR. DO™ and other ColecoStar™ games in the next issue of Experience.

DONKEY KONG

by Nintendo

When you get to the second beam, go to where the two beams are very close together. Time that that you can take a running jump when a barrel is just overhead. You'll get 100 points even though you didn't jump over it. But it's risky because if you don't time it right, the barrel will hit your head.

Noel Steens, New York, NY

If you fall off the edge of one of the beams, you'll just drop down to the level below. That can be useful when it comes to the barrels because they keep falling—they can't follow you.

Hans Helgeson, Gig Harbor, WA



by Linky

One thing to realize is that you can make an arrow go between two monsters. Let's say you're in the Snake Room and you kill two monsters and they block your way. Even if it looks like there's no space between them, you can get a shot between them and get the third monster. Sometimes it works and sometimes it doesn't, but if it's all you can do, you should try it. It doesn't work with skeletons, I know; they're too smart for that.

Noel Steens, New York, NY

In the Troll Room when there are walls around, point in the direction of a troll but don't fire. Wait until the wall disappears and then shoot at the troll charges. They change really quickly so don't try to see a wall that's too close to you—do it on a far wall.

John Shuren, Akron, OH

In the Serpent Room, as soon as you get in the room, go straight to the top and turn to the left and shoot. You'll get the first monster. Then shoot straight down, and that will take care of another monster. After that, get the treasure and then kill the third monster. Then go through either door to the final Room. Go to the left part of the room and get by the upper left block, slide over, and go down. The wall won't kill you. Get the treasure and go out the door.

Mark Nistco, Watervliet, NY

Pepper II

by Cody

Save a platform for the last room you close so you can pass through to the next maze energized.

Jane Gorman, Akron, OH



by Universal

Save the dots around the skulls because you can lead bugs into the skulls. You can keep the bugs from coming out of the box as long as you stay in the middle of the bottom of the maze.

Scooter Evans, Lawrence, KS

If your ladybug is caught and the screen is almost cleared, don't try to get the vegetable. Clear the screen and go to the next level because it will be worth more points.

Larry Singer, Storm, CT

Block off the gates closest to the top of the bug box on the right and left, so the bugs are trapped in the center and you can work the sides without interference. On the later screens you have to move really fast to do this.

Martha Harris, Sacramento, CA

Elcid's

MOUSE TRAP

Turn into a dog before going into the IN BOX because you never know where you'll come out, and a lot of times it's next to a cat.

Kathy Minneman, La Jolla, CA



by Mighty

In the Astro Invaders™ screen, work from one side at a time, shooting all the invaders in the columns before going on to the next column.

Liam deGharbin, Holmdel, NJ

Stay as close to the middle of the screen as possible in the Space War™ screen and fire continuously. Also, when the flagship appears, move all the way up to the force field and rapid-fire a good-sized hole in the middle.

Ron Garcia, Liberty, NY



by SIGMA

On the Ocean Side turn, slow down to the same speed as the rest of the cars, and stay on the inside (or to the right).

Tony Pasquini, New Haven, CT

WE KNOW YOU'RE GOOD...

So how about sharing some of that skill with others? Send your strategy tips to:

READER AND STRATEGY TIPS
Colecovision Experience
889 Quaker Lane South
West Hartford, CT 06110

The best tip wins a free cartridge. The winner gets to choose your address, so be sure to include your address and phone number along with your tip. The winning tip will be done by Colecovision's resident game experts, Sue and Mike. So grab those controllers and get down to some serious playing. No phone calls, please.

COLECO CHALLENGE INFORMATION REQUEST FORM

We want to continue to make *Experience* the best magazine possible. Knowing about you and your needs will help a lot, which is why we're asking you these questions. All responses will be kept in confidence, of course. This is your opportunity to tell us what video, arcade and computer games interest you the most.

Please fill in the answers to these questions and be sure to include your name and address in the space below. Cut out the whole page and send it to us at the address below. We'll send you the complete COLECO-CHALLENGE contest details.

MAILING ADDRESS:

COLECO CHALLENGE
Colecovision™ Experience
999 Quaker Lane South
West Hartford, CT 06110

My favorite videogame cartridges are:

1. _____
2. _____
3. _____

My favorite microcomputer games are:

1. _____
2. _____
3. _____

My favorite coin-op games are:

1. _____
2. _____
3. _____

SEX AND AGE:

☐ Male ☐ Female Age _____

NUMBER OF CHILDREN UNDER AGE 18 IN HOUSEHOLD _____

AGES:

☐ Under 2 ☐ 3-5
☐ 6-11 ☐ 12-13 ☐ 14-17

Please check off the equipment which you own or plan to buy within the next 6 months:

	Own	Plan to Buy		Own	Plan to Buy
Colecovision	_____	_____	VIC-64 Computer	_____	_____
Atari VIC	_____	_____	Atari 400 Computer	_____	_____
Intellivision	_____	_____	Atari 800 Computer	_____	_____
Odyssey	_____	_____	TI 99/4A Computer	_____	_____
Atari 5200	_____	_____	Commodore 64 Computer	_____	_____
Other Videogame System	_____	_____	IBM PC	_____	_____
Coleco's AGAM	_____	_____	Apple II Computer	_____	_____
Atari 2600 Keyboard	_____	_____	Apple IIIE Computer	_____	_____
Intellivision Computer	_____	_____	Other Microcomputer	_____	_____
VIC-20 Computer	_____	_____	(Specify brand) _____		

How many hours per week do you spend playing various electronic games?

☐ Less than 2 hours ☐ 2-5 hours ☐ 6-10 hours ☐ More than 10 hours

How much do you spend per week on electronic games?

☐ Under \$2 ☐ \$2-5 ☐ \$6-10 ☐ Over \$10

How many people, besides yourself, will read this issue of *Colecovision Experience*? _____

Please print your name and address.

Send me the complete details on the COLECO CHALLENGE!

Name _____ Age _____
Address _____
City _____
State _____ Zip _____

Do you have a friend who'd like *Experience*?

My friend owns a Colecovision. Please send an issue of *Experience* to:

Friend's Name _____ Age _____
Address _____
City _____
State _____ Zip _____

MAIL THIS ENTIRE PAGE

VIDEO MART



BROADENING YOUR HORIZON

Get the "big picture" with the BeamScope from IBM. It's a big lens that attaches easily to your portable or console TV to enlarge and enhance gameplay. It's great for regular old TV-watching too. The 25-inch model sells for \$69.95. The 30-inch model goes for \$99.95. There are regular and deluxe 41-inch models at \$129 and \$129.95 respectively. Check out your local department or video store, or write to International Marketing Services, 2570 Commerce Avenue, Port Richey, FL 33668 for more details.

LET THE GOOD TIMES ROLL

Smooth spinning ball duplicator arcade play sensation. Roller ball has full 360 degree field and allows you to move as fast as you want. Dual left or right-handed instructions let you fire up or down. There are also storage wells where you can put your regular ColecoVision™ controllers. The Roller Controller comes with a SUPER™ by Century II cartridge and can be easily plugged into your ColecoVision Video Game System. Check your local stores for prices and availability.



NICE AND E-Z

The E-Z Joystick from G.A.M.E.S. replaces the disk handle on your ColecoVision controller. Designed to be more precise and more comfortable to handle, you can assemble it in minutes. It sells for \$10. Call G.A.M.E.S. toll-free hotline, 1-800-826-8552, or write to them at: G.A.M.E.S., 6626 Valjean Avenue, San Diego, California 92126. For an extra \$2 you can get their catalog of games products and newsletter.

Photo by Stephen Hargrave



SOUND SENSATION

Hook up this baby and stand back! The Recotron Deluxe Stereo Sound Simulator gives you BIG sound. Connect it between your TV and audio system for simulated stereo effects. The variable control lets you tune the system to your liking. It adds a whole new dimension to gameplay and is great for TV concerts and movies too. Dubbed the W811, it sells for around \$40. Ask for it at your local video store, or write to: Recotron Corp., 48-23 Crane St., Long Island City, NY 11101.

A GRIPPING EXPERIENCE

The new Super Action Controller from Coleco fits any size hand and provides a firm hold for fancy joystick maneuvers. Molded grip reduces muscle fatigue. Joystick is eight-directional and the primary firebutton is index finger-controlled. There's a nifty character speed roller control and 12-key pad. Controllers are sold alone or in sets of two and come with a SUPER ACTION BASEBALL cartridge. Look for them at any store that carries ColecoVision products.

WANTED— CLASSIFIED ADS!

Do you have used cartridges, old consoles, extra controllers, or other game paraphernalia you want to trade or sell? If so, write to:

VIDEO MART
ColecoVision Experience
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